

## ABSTRACT

The present invention teaches the fundamentals of wealth creation in the context of a game. Each player at the start of the game is assigned financial goals and a predetermined amount of "cash". The player who first achieves their financial goal wins the game. The game includes an economic cycle clock with a moveable hand having sectors representing the boom, slump and recovery phases of the economic cycle respectively. The game also includes three sets of cards one set of each for each phase of the economic cycle clock. Each set of cards is broken up into subsets designated "opportunity" , "change" and "wild" cards.